POGO JOE

Program by William F. Denman, Jr. and Oliver W. Steele.
Music: Steven J. Baumrucker   Animations: Michal O. Haire.

LOADING POGO JOE:

Commodore 64 disk: Turn on computer and disk drive. Insert POGO
JOE diskette in 1541 disk drive. Type: LOAD "POGO JOE",8
When READY returns, type RUN.

Commodore 64 cassette: Insert cassette into tape player. Turn
on the computer. When READY appears, type: LOAD. The computer
will instruct you to press PLAY on the recorder. When READY
returns, type SYS2304.

Atari Diskette: Turn on the Atari disk drive. Place the POGO JOE
diskette in the drive and turn on the computer. The program will
load and run automatically.

Atari Cassette: Place the cassette in the recorder. While holding
down the START key, turn on the computer. After the tone, press
PLAY on the recorder. Hit the RETURN key on the computer and the
tape will load and run automatically.

PLAYING POGO JOE:

POGO JOE is played with the Commodore joysticks. He moves by
bouncing from cylinder to cylinder. POGO JOE can jump in four
diagonal directions, but not directly north, south, east or
west. Push the joystick in the direction you want him to go.
POGO JOE cannot hop off of the cylinders. If you direct him to
a place where there is no accessible cylinder, he will not
move. By pressing the FIRE button on the joystick along with a
direction, POGO JOE can jump two cylinders.

The object is for POGO JOE to change the colors of the tops of
the cylinders. When all tops on a screen are changed, a new
screen appears. This includes flash squares.

Sharing the screen with POGO JOE are creatures. They explode
onto the screen as eggs, which POGO JOE can catch. The eggs
will hatch into various toy monsters. Some will run away from
POGO JOE, and he gets points for catching them. Others will
pursue him, and he will explode if they catch him. Still others
can be caught by POGO JOE, but will change cylinder tops back
to the original color as they jump around.

In the Atari version of POGO JOE, a carnivorous cylinder will appear on later screens. This appears as a growing and shrinking spot (a "mouth") on the top of the cylinder. If POGO JOE hits the cylinder while the mouth open, he will explode. The cylinder top can be changed in color, and the danger removed, by bouncing on it while the mouth is closed.

Transport tubes (black cylinder tops) will teleport POGO JOE to another transport tube and back. If more than two tubes exist, the destination is random. Flash squares (green flashing tops) will vaporize all toy monsters on the screen when POGO JOE jumps on them.

All monsters and eggs are worth 250 points. This includes monsters killed by the use of flash squares. Bonus POGO JOE is given for every 5000 points.

The first screen of Pogo Joe allows you to structure the game. The following options are available:

Number of Players	1 or 2
Number of Joysticks	1 or 2
Standard Game	Yes or No
Screen Tour	Yes or No Allows you to see all 64 screens
Starting Wave	Choose any screen, 1-64
Pogo Speed	0-6 (0 is fastest)
Monster Speed	0-6 (6 is slowest)
Monster Double Jump	Yes or No 'Yes' allows monsters to jump two cylinders

You can change Pogo's speed during a game by typing a number, 0-6, between waves.
To pause the game, press the R/S key. Hitting the key again will continue the game.
To restart the game, hold down the R/S key and then press the RESTORE key.